SPIDER FIGHTER™

Game Objective- Protect your fruit orchard from insect fruit thieves, scoring points by exterminating attackers.

Game Modes- Mode#1: Straight Bullets.
Mode #2: Guided Bullets.

Game Controls- To move the mobile blaster left or right across the screen, use your joystick. Press either fire button to fire poison pellets.

CRACKPOTS™

Game Objective- Score
as many points as you can
before the bugs gobble up
your home.

Game Controls- To move potsy left to right, move the Joystick in those directions. To push a pot over the ledge, push either fire button when potsy is standing behind the pot.



Game Objective- Just as in real tennis, the object of this game is to win sets and aames.

Game Modes- Mode #1: Fast Play. Mode #2: Slow Play.

Game Controls- Use the Joystick to move the player and use either fire button to serve the boll

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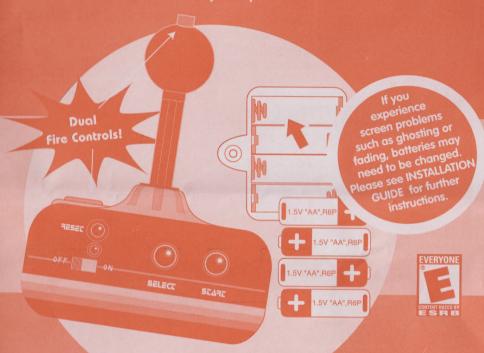
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ACTIVISION®

In the spirit of the Golden Age of video gaming, JAKKS Pacific, Inc proudly presents Activision 10-in-1 TV Games. This revolutionary new video game system contains everything you need to play 10 awesome video games directly on your TV-with no other hardware required! It's so simple and so small, you can take it with you anywhere!



GRAND PRIX™

Game ObjectiveComplete a race circuit in the shortest possible time.
Game Controls- Use the Joystick to navigate your car up and down the track. Press ton for ans. Move joustick left to

brake or stop the car.

4 game levels for different track.

BOXING

Game Objective-Score the most point

the end of the match.

Game Modes-

Mode #1: Player one slow speed.

Mode #2: Player one normal speed.

Game Controls- Use the Joystick to move your boxer in the ring. Press the fire button to punch.

ATLANTIS™

Game Objective- Defend Atlantis!

Blast Gorgon vessels before they come close enough to demolish Atlantis with the deathray. Score big and you can replace parts of the city that the Gorgons have hit. The game ends when all seven of Atlantis' installations have been leveled and none are left in reserve.

Game Level Selects

Game 1- Two sentry posts and Acropolis Command
Post respond to your controller orders.

Game 2- Identical to game 1, but the Acropolis
Command Post has been disabled and cannot fire.
Game 3- One player, easy mode, all posts respond
to your command.

Game 4- Same as Game 1, with more aggressive invaders!

Game Controls- To fire the left sentry post, move the Joystick to the left and hit either fire button. To fire the right sentry post, move the Joystick to the right and hit the fire button. To fire the Acropolis Command Post, just press the fire button.

PITFALL!®

Game Objectives- Guide Harry through a maze of jungle scenes, jumping over or avoiding many deadly dangers, and helping Harry grab the most treasure in the shortest possible time.

Game Controls- To run left or right, move the Joystick left or right. To climb over dangers, press either fire button while moving left or right. To climb up or down ladders, move your joystick up or down. To grab the swinging vine, press either fire button while running left or right. To let go of the vine, move your joystick down. To collect a treasure, just

ICE HOCKEY ~

Game Objective- Score more goals than your opponent in the three minute time period.

Game Modes- Mode #1: Player One is handicapped with a 25% skating speed reduction. Mode #2: Player One is not handicapped.

Game Controls- Use the Joystick to move your player. Use either fire button the pass or shot the puck.

Dual
Fire Controls!



START

RIVER RAID™

Game Objective- Score as many points as possible by destroying enemy tankers, helicopters, and bridges before your jet crashes or runs out of fuel.

Game Mode-Mode #1: Player One controls the direction of missile after they have been fired by steering them.

Game Controls- To bank left or right, move the joystick to the left or right. To accelerate your jet, move the joystick up. To slow the jet down, move the Joystick down. To fire missiles, press either fire button.

FR€€WAY™

Game Objective- Score as many points as you can by guiding your chicken across ten lanes of traffic as many times as possible in two minutes and 16 seconds.

Game Modes- Mode #1: Player One's chicken will return to the curb (the beginning) after being struck by a vehicle. Mode #2: Player One's chicken is knocked back one lane when struck by a vehicle.

Game Controls- Use the Joystick to move your chicken up and down.